

CITY OF GRAPEVINE PARKS & RECREATION DEPARTMENT

MEN'S BASKETBALL RULES & REGULATIONS

All League Games will be played in accordance with the current NCAA rules, with the addition of the following:

**** Indicates rule change or clarification for the current year**

I. Eligibility

1. Players in Men's Recreational and Men's Competitive Leagues must be sixteen (16) years of age or older prior to the start of league play.
2. All players must carry current picture identification with them at all times during all league games.
3. All Leagues - No residency or employment requirements.
4. Players in the 35 & Over league must be of age 35 on or before December 31, 2011.
****EXCEPTION (League play only): Each team may have 3 players on their roster between the ages of 30-35. Exceptions must be Age 30 on or before December 31, 2010. TAAF post season tournaments: All players must be 35 or over on or before December 31, 2010 no exceptions.**
5. Players will not be allowed to play on more than one team in the same league during a season. If a player's name appears on more than one roster, he shall belong to the team he plays for first.

II. Rosters

1. Each team will be allowed a maximum of 12 players.
2. **Final rosters must be turned in prior to the team's first game.** Rosters may be turned in at the Recreation Services Office or to the scorekeeper prior to the first game. Rosters **must** be completed with address, hometown, and telephone numbers. **Note: If rosters are not turned in by the first game, the result will be a forfeit.**
3. There will be no roster changes allowed **for any reason** after the final roster has been submitted.

III. Equipment/Uniforms

1. Players on each team must wear jerseys that are **identical in the base color of the jersey** and must have a six (6) inch number on the back and a four (4) inch number on the front. Jersey numbers must be either one or two digits with each digit being 5 or less. Digits larger than 5 will not be allowed. Numbers must be non-duplicated and **permanently affixed** to the jersey, not taped or pinned to the jersey. Numbers that are hand written in pencil, marker or any type of ink pen **will not be allowed.** There will be a **one game** "grace period" for all teams to obtain their jerseys. **After this "grace period," players not attired as described above will NOT be allowed to participate.** The following are legal jersey numbers for basketball uniforms: 0 **or** 00 (but not both), 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.
2. Players must wear shoes that are designed for indoor wood court surfaces. **NO** "turf shoes" or other black-soled shoes will be allowed. Players may **not** play barefooted or in stocking feet.

3. Referees may ban any equipment that they deem as unsafe or illegal.
4. No jewelry may be worn at any time during the game.

IV. General Playing Rules

1. Line-ups must be turned in to the Official Scorekeeper at least ten (10) minutes prior to game time. Line-ups must include last name, first name, and jersey number.
2. Each Team Manager should initial the scorekeeper's game report after each game. This will insure that all records are correct and have been accepted by both Team Managers. Failure to initial the game report will be an indication that the Team Manager has accepted the game report and has forfeited his/her right to review. **League standings will be based on the game reports.**
3. Time-Out Allocations are as follows:
- four (4) one-minute time-outs per game
4. **Game Time is Forfeit Time!** At game time, team captains may opt to begin using their allocated time outs consecutively, until the required number of players are in attendance. After the allocated time outs have been used the game is officially forfeited.
Please note: these time outs do begin at game time, regardless of the status of the previous game. Opposing team captains may opt to use their time outs as well.
5. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
6. **Teams must start a game with five (5) players (full court)** or three (3) players (3-on-3) but may finish a game with fewer players (down to 1).
7. **No dunking** during warm-ups! Dunking will be permitted during games.
8. **No** hanging on the rim at any time! Players guilty of hanging on the rim before the game, during the game, or during half time will be assessed a flagrant technical foul. Players/teams will be financially responsible for any and all damages to rims/goals damaged by players hanging on the rim. Players/teams must pay for damages within seven- (7) days or face suspension for the remainder of the season.
9. **Technical Fouls**
 - a. **"Flagrant" Technical** - Examples: Unsportsmanlike conduct, unsportsmanlike language, hanging on the rim, etc. Penalty: Two shots and the ball out of bounds. Three (3) flagrant technicals on a team during a game will result in forfeit of the game. Two (2) flagrant technicals by a player during a game will result in ejection of the player from the game.
 - b. **"Regular" Technical** - Examples: Jewelry, name not in scorebook, dunking during warm-ups, etc. Penalty: opposing team gets Two shots and the ball out of bounds. Regular technicals will not count against team forfeiture or player ejection.
10. **Blood Rule** - A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgement. Uniform rule violations will not be enforced if a uniform change is required. However, players should be prepared with a like colored T-shirt or jersey on stand by. The official shall:
 - a. Stop the game and allow treatment if injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer, or other "authorized person" to the injured player.

- c. Apply the rules of the game regarding substitution, re-entry, and short-handed player if necessary.

V. Special Playing Rules

1. An official game shall consist of two 20-minute halves with a running clock. The running clock stops only for time outs, and during the last one- (1) minute of each half for all whistles. [In addition, the clock will stop the last minute of the game after each made basket until the ball is in bounded.]
2. A five- (5) minute half time will be observed.
3. All substitutes must be entered into the official score book before entering the game. All substitutes must check in at the scorer's table and wait for an official to allow them to enter the game.
4. **Overtime** - Any game ending in a tie will be continued with a three (3) minute overtime, the clock stopping on every whistle during the last minute. One (1) additional time-out will be awarded per team, per overtime.
5. The three (3) point shot will be in effect during all league games.
6. If a 9:30pm game is officially a forfeit and will not be played, all players, spectators, and officials must leave the facility at this time as it will be closed.

VII. Tie-Breaker Procedure

1. In case of a tie for trophy positions at the conclusion of the regular season/play-offs, the following tiebreaker procedure will be used to determine places:
 - a. Head-to-head result(s) between teams tied.
 - b. If teams split in head-to-head games, point differential in those games will be used.
 - c. If teams are still tied, point differential in all league games for the teams tied will be used.

VIII. Conduct/Discipline

1. Grapevine City Ordinance Section #16-6 states, "It shall be unlawful for any person to possess or consume any alcoholic beverage in a public park of the City."
2. Tobacco products will not be allowed in the gym.
3. Any player, coach, or manager ejected from any league game will be suspended for one (1) league game.
4. Players, coaches, and managers who have been ejected/suspended must leave the facility and grounds immediately or the team will forfeit the game, **and must not return until the completion of the suspension.**
5. Each team manager will be held responsible for the conduct of his/ her fans/spectators.
6. Suspensions will carry over from season to season. Example: A player suspended for the final two games of one season will also be suspended for the first game of the next season.
7. Physical violence, especially attacks on a game or tournament official immediately before, during, or after a game or fights/ confrontations between players/teams will result in a **minimum of one (1) year** loss of eligibility in all league play or indefinite suspension in all league play, subject to an annual review if requested.
8. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1)

year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision **in writing** regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

9. The referees have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during, or after the game), any intoxicated condition detected by the referees before or during the game, or any flagrant foul as determined by the referee.

IX. PROTESTS

MUST be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the officials and give details of protest.
3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook as well as the Game Administration Report.
4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Parks and Recreation Department Main Office along with a \$25.00 Protest Fee. Make check payable to "City of Grapevine". If protest is upheld, the fee will be refunded.
5. Judgment calls are not a basis for protests.
6. Rule interpretation protests must be filed before the next play.
7. The manager of the team opposing the alleged ineligible player must file Player eligibility protests before the last minute of the game. The Manager must then complete numbers 3 & 4 above to complete the protest procedure.

X. Summaries

1. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
2. The Parks and Recreation can approve/disprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.